Lightworks v12.6

Quick Start Guide

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License Activation*

First Time Activation

Create a Lightworks account at www.lwks.com

Optional: Purchase Lightworks Pro license (you can always upgrade later)

Install Lightworks and start the application:

Welcome to Lightworks : The Professional Editor for Everyone!
Lightworks is EditShare's Academy and Emmy award-winning, professional Non-Linear Editing (NLE) software supporting resolutions up to 4K as well as video in SD and HD formats.
In the last 25 years Lightworks has been used to edit some of the finest films in cinema history: LA Confidential, Pulp Fiction, Heat, Road to Perdition, Hugo, The King's Speech and many more! We're proud of its heritage and we want to share it with you.
Please enter your Lightworks Username and Password to get started :
Username
philip
Password
Not registered?
Forgotten details?
Help!
Continue

Enter your user name and password

Click to start activation

Lightworks Free :

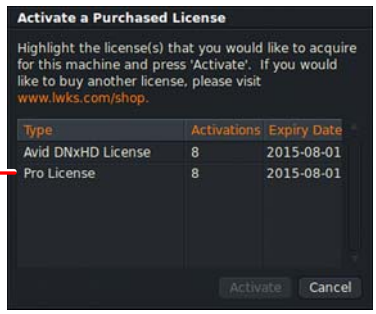
You have successfully activated Lightworks Free!
Upgrade to Lightworks Pro today and unlock all these powerful features :
- Export to Youtube at 1080p, 2K and 4K resolutions
- Export to H.264/MP4 up to 4K with Constant/Variable bitrates
- Export to WebM up to 4K resolutions
- Export to XAVC-Intra up to 4K resolutions
- Export to DVD or Blu-Ray compatible format
- Export to AVI, Image Sequence, MOV, MXF, WAV or WMV
- Export to AVCHD (MTS/M2TS/H.264/MPG)
- Export to P2 AVC-Intra 50/100/200
- Export to XDCAM EX and XDCAM HD
- Export interchange formats: EDL, AAF, XML and OMF
- SDI/HDMI to Matrox, Blackmagic or AJA Hardware I/O
- Shared projects
- Lightworks Console support
- Render complex timelines
Visit the shop
Learn more
Continue

First-time users will also see a Tutorials screen here

Click to start Lightworks

Lightworks Pro :

Select a license from the dialog box and click Activate



For:

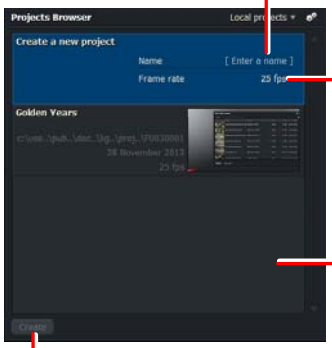
- Installing Software
- Activation without Internet connection
- Upgrading to Lightworks Pro

see *Lightworks Installation and Activation Guide*

* Internet Connection required

Creating a Project

Type a name for your Project here



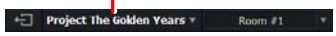
Select Frame Rate

If the frame rate of your media is unknown, select 'Auto'

New projects display in this panel

Click to open selected project

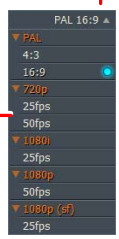
At the top-left corner of the screen, click on the Project name



Project card opens

Click on Video tab

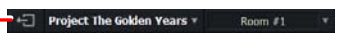
From the pop-up, select a project output rate from the Format list



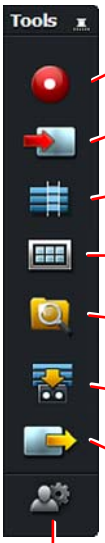
You can set an output rate that differs from the project frame rate, e.g. if you want to play out a 24-frame project to PAL or NTSC

Click outside the Project card to close it.

Click to close Project and return to Project Browser



Toolbar



Record
Opens Record tool for recording new clips

Import
Opens the Select Files to Import dialog box

Edit
Opens the viewer and timeline for new edit

Content Manager
Opens the Content Manager tool

Search
Opens the Search tool

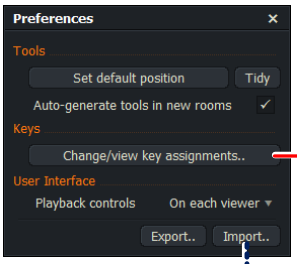
Playout
Opens Playout Tool for playing an edit to tape

Export
Opens the Export tool

Editor Preferences
Opens the Editor Preferences dialog box

Shortcut Keys

Click to open
Preferences dialog box

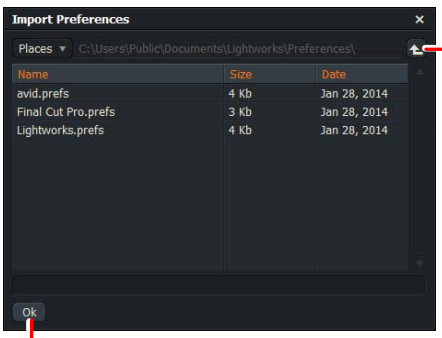


Click to view or change current Key shortcuts

Click Import to select Avid or Final Cut Pro shortcuts

Click to move up one folder

Import Preferences box opens



Select required Preferences file and click OK

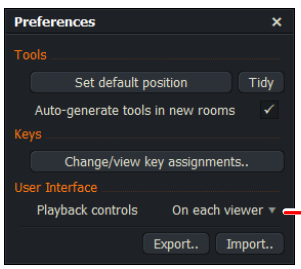
Default Locations for Preferences Files

OS	Location
Win 7,8,10	C:\Users\Public\Documents\Lightworks\Preferences
Linux	/usr/share/lightworks/Preferences
Mac OS X	Located in the Lightworks.app bundle Lightworks.app/Contents/Resources/Preferences

See *"Default Keyboard Shortcuts" on page 15*

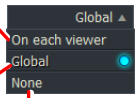
Playback Control Options

Click to open
Preferences dialog box.



Controls display on each viewer

Click to select option for controls



Controls display at bottom of screen

Controls are not displayed

Content Manager

Overview

Click to toggle Content Manager ON and OFF

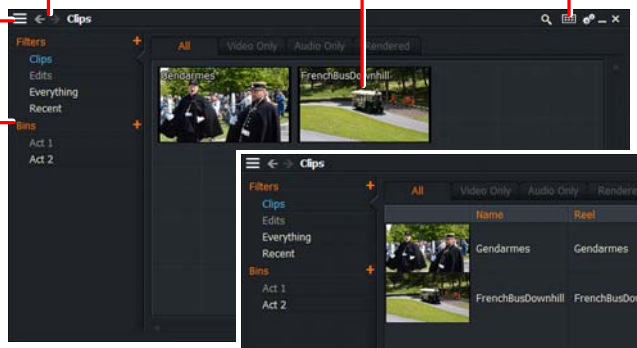
Click to browse backwards and forwards through Content List

Click to toggle between Tile and List views

Results display in main panel

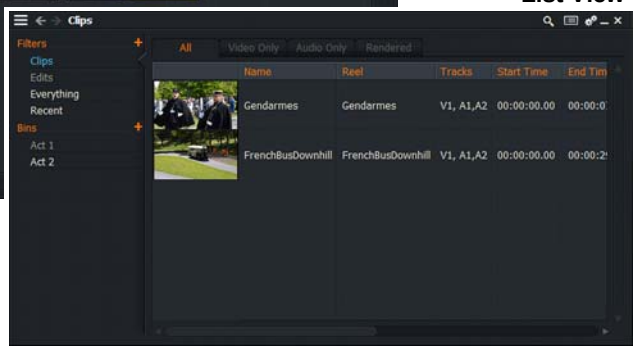
Click to hide or reveal Content List panel

Select view by clicking on any item in Content List



Tile View

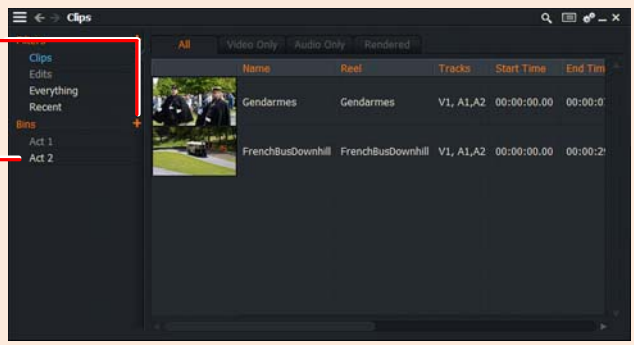
List View



Creating a Bin

Click to create a new empty Bin

Type directly in Bin label to rename it

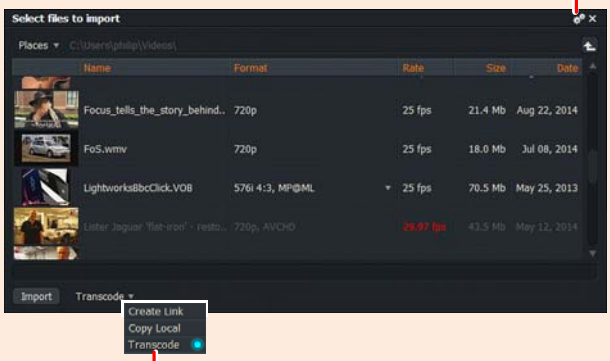


Importing Clips

Click the Import icon to open the Select Files to Import dialog box

Transcode Options

Click Cogs icon for Transcoding options



Set Transcode / Copy options

File Selection

Clips with incompatible frame rates may be playable in a new project set to the same frame rate as the clip

Incompatible video formats may require additional Codecs to be installed

Click for drop down list of shortcuts, drives, etc.

Click tab to select all clips in folder

Click individual item to select

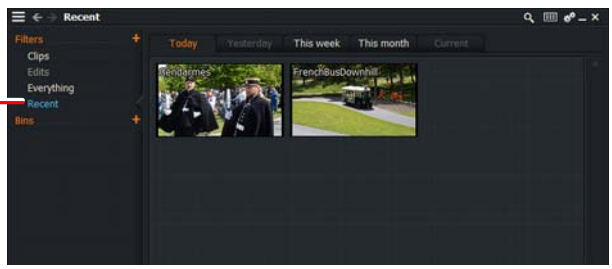
SHIFT+Click or Ctrl+Click to select multiple items

Formats or Rates shown in RED denote clip is not compatible (see note)

Click to import selected items

(Option): Type filename directly into text box

Imported clips display in the 'Recent' filter of the Content Manager



Playing Clips

Bin (List View) *

Double-click thumbnail (List or Tile view) to open Clip in Source Viewer

Bin (Tile View) *

* Content List panel is hidden

Hover mouse over Thumbnail (Tile View only) to reveal short menu

Play tile using Playback Controls at bottom of screen (if visible) or using shortcut keys

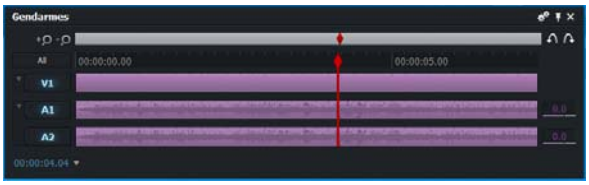
Source Viewer

Click to open Filecard (see Logging)

Click to open Timeline

Play Source Viewer content using Playback Controls on viewer or at bottom of screen

Timeline



Playback Controls

Start of Clip

Back one Frame

Play / Pause

End of Clip

Forward one Frame

Default Shortcuts

- j - Play backwards
- k - Pause
- l - Play forwards

To enable global playback controls, see *"Playback Control Options" on page 4*.

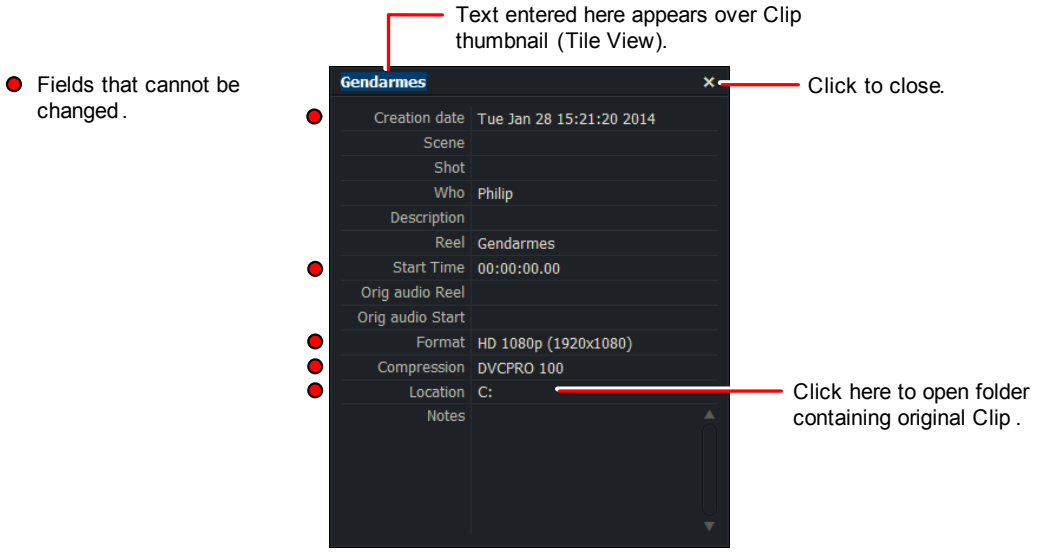
Logging

Information about each clip (Metadata) is held in a Filecard

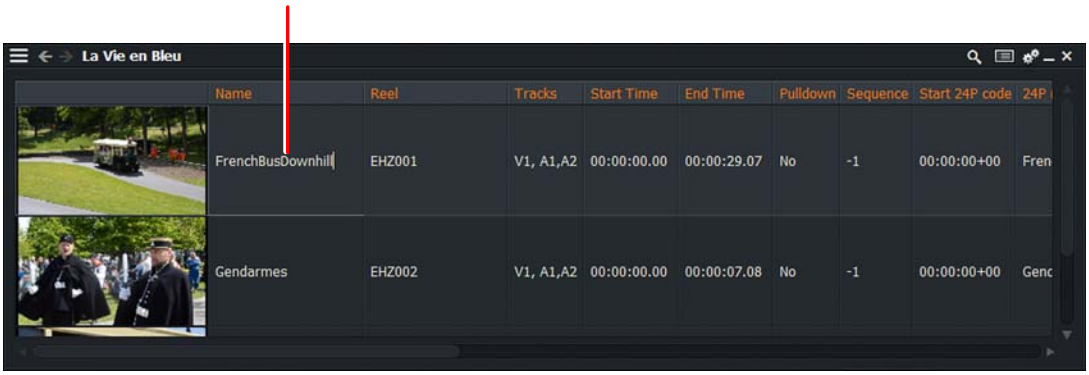
To update a Filecard :

Open Clip in Source Viewer, and click on Filecard button.

Select a text box in the Filecard and type the information you want .



You can also add information directly into the List View of the Content Manager / Bin



Marking a Section on a Source

Project Bin

Double-click thumbnail (List or Tile view) to open Clip in Source Viewer

Source Viewer

Use the Playback Controls on viewer to move through the clip, and to mark IN and OUT points

Click to make subclip of marked section or entire clip

Using the Playback Controls, stop the Clip at the position you want your clip to start.

Click the IN button to set IN Point (Playback marker changes from RED to BLUE)

Using the Playback Controls, stop the Clip where you want your clip to end

Click the OUT button to set the OUT Point

The portion between the IN and OUT points is now selected

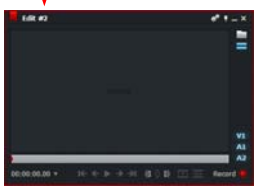
Mark and Park

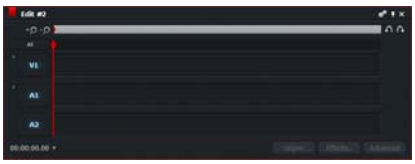
1. Set the In Point as described above (Mark)
2. Stop the Clip where you want your subclip to end (Park)
3. The marked section is ready

Building the Storyline

Opening an Edit Viewer

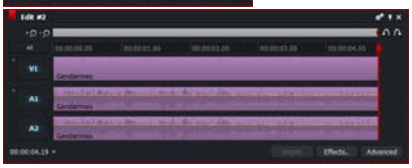
Click the Edit icon to open an (empty) Edit viewer and Timeline





Click on the viewer containing the clip (with or without a marked section) you want to add to the Edit

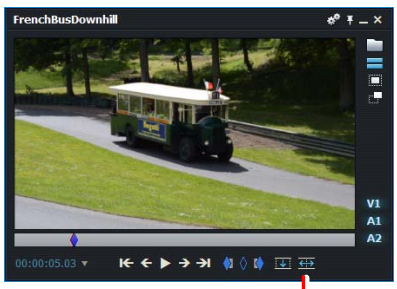
Click to insert the entire clip or the marked section into the empty edit *



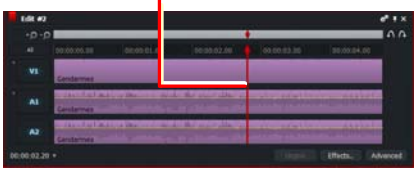
* Alternatively, click Insert (if displayed) or press **v** to insert

Adding More Content

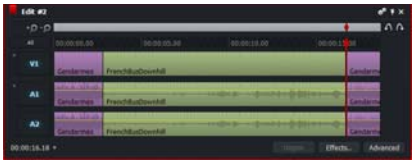
Select the next clip from your bin and open in a Source Viewer



Move the frame marker on the Edit to where you want to insert the new clip



Click to insert the entire clip or the marked section into the edit *



Repeat for each clip you want to appear in the Storyline

Trimming

Trim View

To enable / disable Trim View, click the Edit Viewer Cogs icon and select Trimview > Yes (enable) or No (disable)

Trim View enables you to view both sides of a cut. It is enabled by default

Outgoing Clip

Incoming Clip

Trimming an Outgoing Clip

Left-click any track close to end of cut you want to trim

Cut is unjoined on outgoing side
A small curl is added before the cut

Shorten / lengthen both sides of the cut by dragging the cut point left or right with your mouse †

Trimming an Incoming Clip

Left-click any track close to start of cut you want to trim

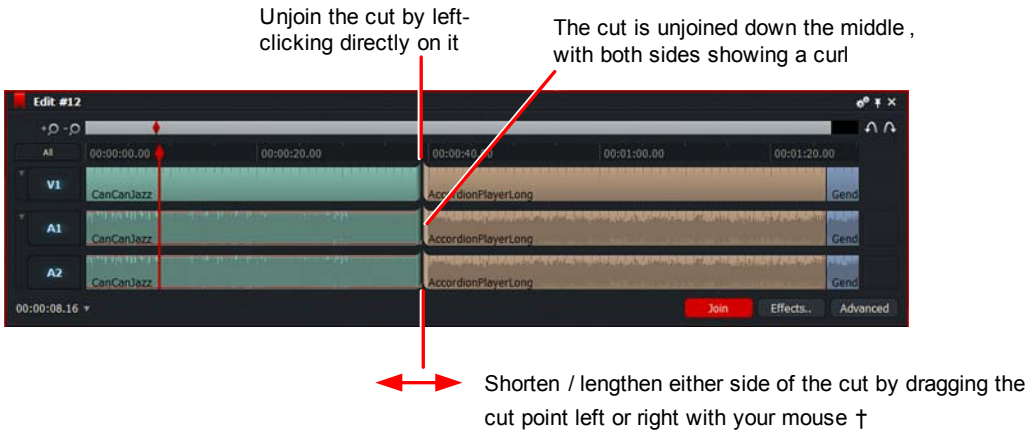
Cut is unjoined on incoming side
A small curl is added after the cut

Shorten / lengthen both sides of the cut by dragging the cut point left or right with your mouse †

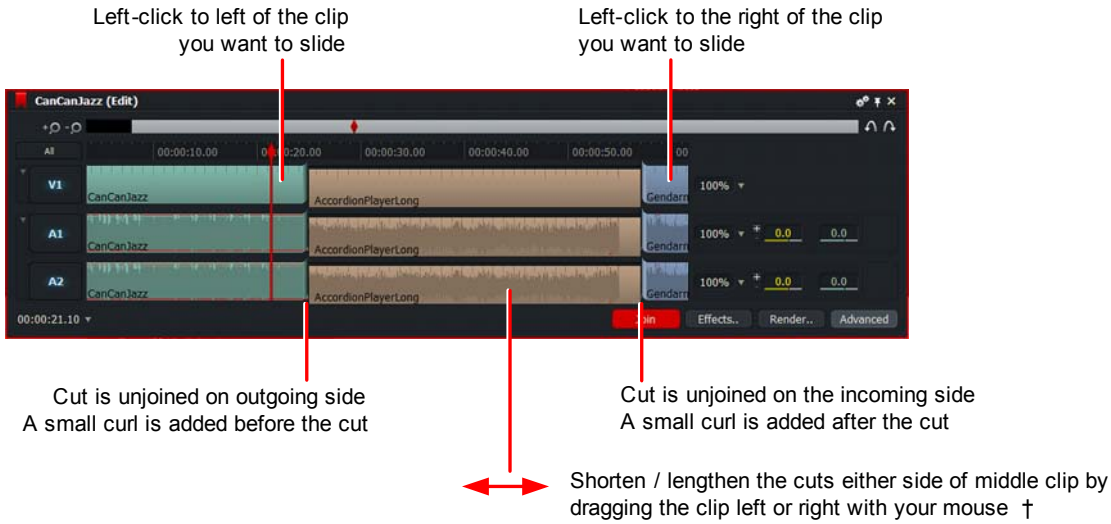
† -or clicking Play / Reverse Playback keys, or L and J shortcut keys

Trimming /Continued

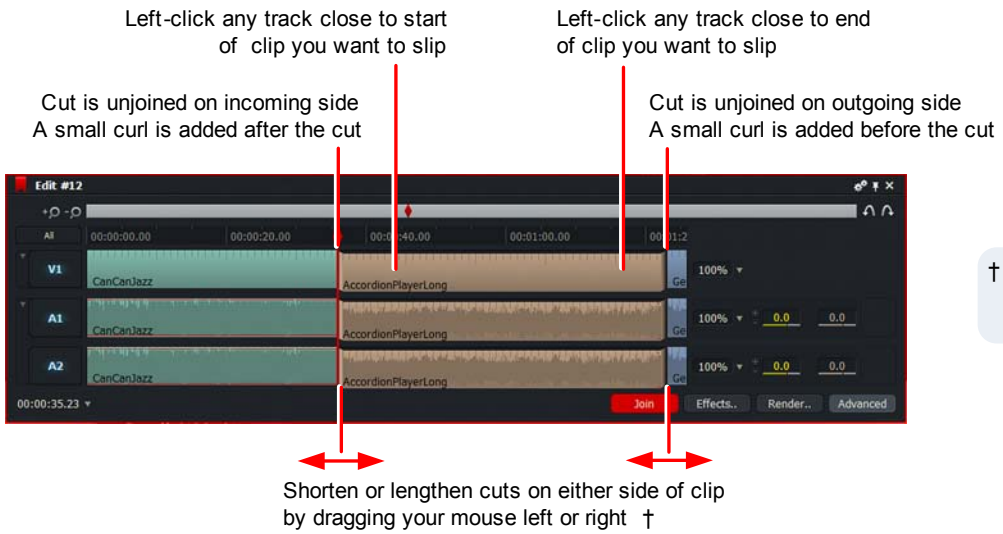
Moving a Cut


Unjoin the cut by left-clicking directly on it
The cut is unjoined down the middle , with both sides showing a curl
Edit #12
V1
A1
A2
CanCanJazz
AccordionPlayerLong
Join
Effects..
Advanced
Shorten / lengthen either side of the cut by dragging the cut point left or right with your mouse †

Sliding a Clip


Left-click to left of the clip you want to slide
Left-click to the right of the clip you want to slide
CanCanJazz (Edit)
V1
A1
A2
CanCanJazz
AccordionPlayerLong
Effects..
Render..
Advanced
Cut is unjoined on outgoing side
A small curl is added before the cut
Cut is unjoined on the incoming side
A small curl is added after the cut
Shorten / lengthen the cuts either side of middle clip by dragging the clip left or right with your mouse †

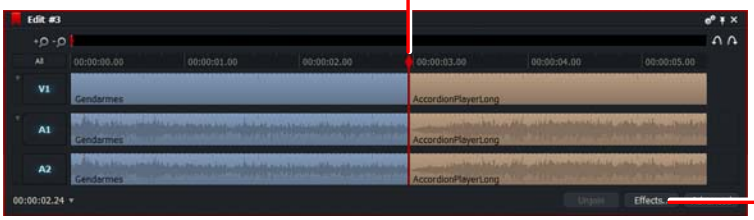
Slipping a Clip


Left-click any track close to start of clip you want to slip
Left-click any track close to end of clip you want to slip
Cut is unjoined on incoming side
A small curl is added after the cut
Cut is unjoined on outgoing side
A small curl is added before the cut
Edit #12
V1
A1
A2
CanCanJazz
AccordionPlayerLong
Join
Effects..
Render..
Advanced
Shorten or lengthen cuts on either side of clip by dragging your mouse left or right †

† - or by clicking Play / Reverse Playback keys, or L and J shortcut keys

Simple Transitions

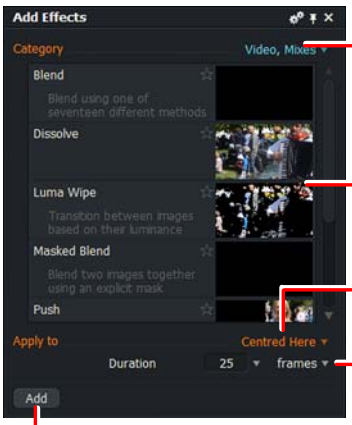
Position timeline marker on the cut where you want a transition



Alternatively – right-click on timeline marker and from pop-up menu – select 'Transitions > Add > *Effect*'

Click on the Effects button

The Add Effects window opens



Select Video > Mixes from the drop down list

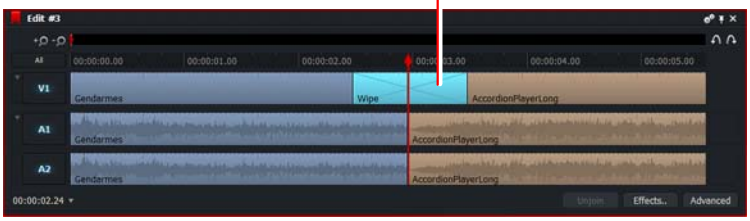
Select the transition you require from Add Effects window

Select Start / Finish option for the transition

Set duration of transition

Click Add

The transition is applied to your edit



'Mix' Transition Types

Blend	Blends two or more overlapping images
Dissolve	Simulates a film-type dissolve.
Luma Wipe	Transition between images based on their luminance
Masked Blend	A blend between two images using an explicit mask
Push	Range of effects where transition is made by one element pushing another off screen
Squeeze	Range of effects where transition is made by one element entering the screen while squeezing down the other
Wipe	Wipes the screen, transitioning between outgoing and incoming elements

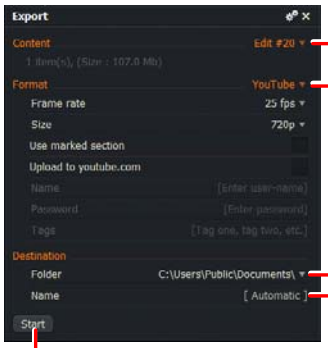
Export

Click the Export icon - or drag onto Clip or Edit

Alternatively, right-click on Clip, Edit or Bin, and select 'Export'

The Export dialog box opens

Click to select Clip, Edit or Bin from drop down list



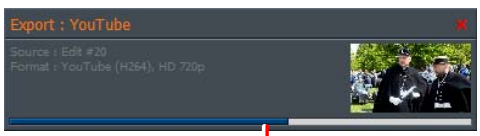
Click to select Export format

To change destination folder , click to open dialog box

Type name for output file - or leave as 'Automatic'

Click to start Export

Panel opens displaying background tasks



Progress Bar and Time Remaining Counter

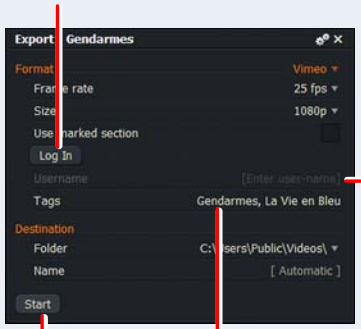
Export Complete

Click to open folder containing exported file

Uploading to Vimeo

Preferred Upload Partner

Click to log in to Vimeo



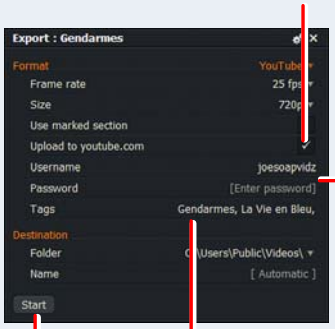
Click to start upload

Add tags for your video

Type your Vimeo user name

Uploading to YouTube

Tick to upload



Click to start upload

Add tags for your video

Type your YouTube login details

Default Keyboard Shortcuts

Add Tracks	←	backspace
Audio FX	F10	
Audio Mixer	Insert	
Back 1 Frame	,	comma
Back 10 Frames	m	
Backtime	\	
Browse Project Contents	F5	
Clipboard Insert	f	
Clipboard Replace	g	
Clipboard Source	d	
Cue	'	apostrophe
Cue Panel	F11	
Delete	x	
Empty Cut	c	
Export	F2	
File Card	F4	
Forward 1 Frame	.	full stop
Forward 10 Frames	/	
Frame - Left	←	Left Arrow
Frame - Right	→	Right Arrow
Full Screen	F12	
Import	F1	
Insert	v	
Join / Unjoin	Tab	
Jump - End	;	semicolon
Jump Start	h	
Last Cut	a	
Last Node	↓	down arrow
Layouts	End	
Mark Clip	]	
Mark In	i	
Mark Out	o	
Move Cut	u	
Next Cut	s	
Next Node	↑	up arrow
Nudge Backwards	-	Numlock OFF
Nudge Forwards	+	Numlock OFF

Pause	k	
Play Forward	l	
Play Reverse	j	
Pop Out Tile	n	
Project Card	Home	
Projects	Delete	
Projects Menu	Home	Numlock OFF
Remove	z	
Replace	b	
Rooms Menu	End	Numlock OFF
Routing FX	F7	
Search	F3	
Slide	t	
Slip	y	
Stop	k	
Swap	[	
Switch	Esc	
Toggle A1	3	
Toggle A2	4	
Toggle A3	5	
Toggle A4	6	
Toggle A5	7	
Toggle A6	8	
Toggle A7	9	
Toggle A8	0	
Toggle Play / Pause	Space Bar	
Toggle V1	1	
Toggle V2	2	
Transitions	F8	
Trim In	w	
Trim Last Out	q	
Trim Next In	r	
Trim Out	e	
Uncue	#	
Undo / Redo	`	
Unmark	p	
Vectorscope	PgUp	
Visual FX	F9	
Zoom In	=	
Zoom Out	-	minus

Further Reading

For detailed information on how to use Lightworks, please refer to the *EditShare Lightworks User Guide*, which may be downloaded from *www.lwks.com*. There are also some video tutorials to assist you at *www.lwks.com/videotutorials*.

Troubleshooting

If you experience an issue with your Lightworks installation, or something is not working as expected, visit our FAQ page at *http://www.lwks.com/faq* where you can type in a question relating to the issue and view the search results. If you do not find an answer to your question, you can refer to the Lightworks forums at *http://www.lwks.com/forum*

Technical Support Contracts

For assistance beyond this document and that provided in your Lightworks documentation, you can purchase a Technical Support Contract for Lightworks from our online shop at *http://www.lwks.com/shop*. Technical Support is by Telephone and Email.

When you contact Technical Support, have the exact version number of your Lightworks implementation ready as well as your support agreement number.

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